The Endless Winter

Most often, it disappears as suddenly as it sets in. Descriptions vary wildly–some have described it as an unnaturally tenacious blizzard that bears with it a deep, penetrating cold, lasting longer than any winter experienced before. Other descriptions are more esoteric, detailing a snowstorm that howls like an untamed beast, seemingly in search of something–or someone. Regardless of the surrounding folklore, almost all who brave these uncannily blistering, biting winds are never seen again. Those who do manage to make it back alive, though, are almost invariably altered.

You have come in contact with an entity residing in an endless expanse of ice and snow that threatens even still to overtake you, mind and body alike. The mark of your patron may manifest in a variety of ways. Perhaps your skin is intriguingly pale and cold to the touch, your lips permanently rendered purple as if suffering from the early stages of hypothermia, your eyes have become an unnatural shade of blue or white, or your clothes, your equipment, and most surfaces you come into contact with for an extended period are left dusted with a light coating of frost. Whatever the mark, your mind continues to be haunted by the maddening sights and sounds you experienced in that storm, still barely masked by the deafening winds.

Expanded Spell List

1st-level Endless Winter feature

The Endless Winter lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Endless Winter Expanded Spells

Spell Level	Spells
1st	fog cloud, frost fingers
2nd	Rime's binding ice, Snilloc's snowball swarm
3rd	sleet storm, slow
4th	ice storm, summon elemental (air only)
5th	cone of cold, freedom of the winds

Winter's Essence

1st-level Endless Winter feature

At 1st level, your encounter with the Endless Winter has left you unnaturally acclimated to the tundra. You are immune to the effects of cold climates, as described in chapter 5 of the Dungeon Masters Guide.

Additionally, you learn the ray of frost and shape water cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

DISCLAIMER: NOT MY CREATIONS

Most of these features are either taken from homebrews I found on Reddit or inspired by them. I wasn't quite satisfied with any of them and decided to mish-mash. Some of this is straight up plagarism. All credit goes to these homebrews and their creators listed below.

Pact of the Endless Winter by u/SmilingSnakes
The Ancient Frost by u/YandereYasuo
Pact of the Frostbringer by u/Hamlord21
Frost King Patron by u/deadly1123
The Ice Queen by u/Jonoman3000

Icy Resilience

1st-level Endless Winter feature

At 1st level, you are able to channel your patron's icy embrace to bolster the defenses of yourself and your allies. You learn the armor of agathys spell. It counts as a warlock spell for you, but it doesn't count against the number of spells you know. Whenever you cast armor of agathys using a warlock spell slot, you may give an ally you can see within 30 feet of you temporary hit points equal to the amount you gained from the spell. These temporary hit points do not gain the additional benefits of the spell and only lasts for 1 hour.

Once you use this feature, you can't use it again until you finish a short or long rest.

Glacial Soul

6th-level Endless Winter feature

Your body has further adapted to the harsh environment of the frozen tundra. You gain resistance to cold damage. In addition, your movement speed cannot be reduced by spells or magical effects.

Frigid Retribution

6th-level Endless Winter feature

At 6th level, you can envelope you enemies in a sheet of sleet as a response to harm. When a creature within 60 feet of you that you can see hits you with an attack, you may use your reaction to force the creature to make a Constitution saving throw against your spell save DC. On a failure, the creature's face and extremities cake over with ice. They take 2d6 cold damage, their speed is reduced by 10 feet, and if they rely on sight, they are blinded until the end of their next turn. On a successful save, the creature takes half damage and suffers no other effects.

Once you use this feature, you can't use it again until you finish a short or long rest.

Frozen Tomb

10th-level Endless Winter feature

At 10th level, you can use an action to create an area of rapidly-accumulating frost. A 15-foot cube you can see within 60 feet becomes difficult terrain. If a creature ends its turn within that area, they become petrified until the start of their next turn, where they must succeed a Constitution saving throw against your spell save DC to free themselves. On a failed save, they remain petrified for another round. The area of frost lasts for 1 minute, or until you lose concentration (as if concentrating on a spell).

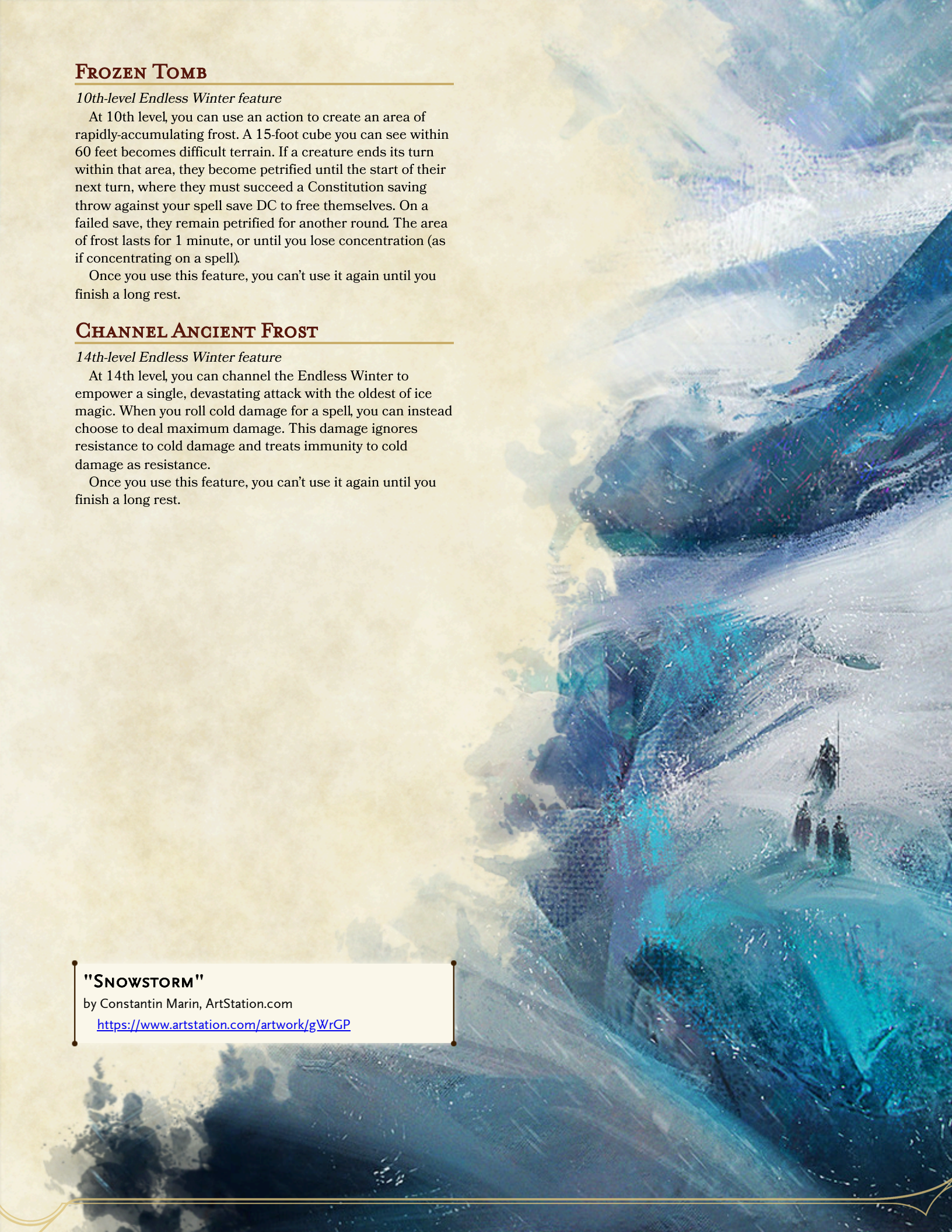
Once you use this feature, you can't use it again until you finish a long rest.

Channel Ancient Frost

14th-level Endless Winter feature

At 14th level, you can channel the Endless Winter to empower a single, devastating attack with the oldest of ice magic. When you roll cold damage for a spell, you can instead choose to deal maximum damage. This damage ignores resistance to cold damage and treats immunity to cold damage as resistance.

Once you use this feature, you can't use it again until you finish a long rest.



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